

# HARAXIAN NEBULA

## FIRESTORM ARMADA, GENCON 2017

:::Transmission xRef GC17: NMN17103639:::  
:::SecureChannelOpen:::  
:::DocSecurity: Command; Secret; Eyes Only:::  
:::Begin Transmission:::

:::Situational Report Follows:::

We are in the final hours before the Operation Aurum Draco. Recent intelligence reports received from this operational area indicate a massive buildup of enemy forces hiding in the Haraxian Nebula itself. It would appear that a previously unknown enemy anchorage is located at stellar coordinates  $45\Omega \times 288\beta \times 192\mu$ . This anchorage must be neutralized in order for Aurum Draco to succeed. A sizeable amount of fuel and ordnance is located at this anchorage; if possible secure these resources in order to support future operations in this area.

:::End SitRep:::

### Event Information:

GenCon Event ID: NMN17103639  
Maximum Fleet Value (MFV): 1500pts  
Date: Wednesday, August 16, 2017  
Time: 5:00 PM – 10:00 PM

**Rules:** Standard rules from the version 2.0 Rulebook, plus all current FAQs/Errata will be used for this event. In the event that a public beta release of the upcoming 3<sup>rd</sup> Edition is available prior to the event, then we will use those rules.

**Models:** All fleets will be constructed using current statistics found in the Fleet Manuals published by Spartan Games. Fleets must consist of ship models produced by Spartan Games. Suitable proxy models may be used, but must be clearly marked and similar in size for the appropriate Class. Minor ship modifications (hawk widgets, small details, etc.) are allowed, as long as the ship model is still generally identifiable as the original ship class. Small class models may use the smaller bases produced by Spartan Games; other class ships should use the standard base. Models do not need to be painted, but must be fully assembled.

**Gaming Supplies:** Players are expected to bring all of the required Gaming Supplies for a game of Firestorm Armada:

- Firestorm Armada Turning Template
- Tape Measure
- Dice
- Condition Markers (markers may differ from standard Spartan markers, as long as they are used consistently, and clearly indicate status effects)

**Scenario:** A modified version of the “Hold the Waypoints” scenario will be used for this event.

**Time Limit:** The event officially ends at 9:50 PM.

**Fleet List:** Each players must have a copy of their Fleet List available for review by your opponent and judges at any time during the event. The Fleet List should clearly indicate which hardpoints, upgrades, and other options are being used for each squadron.

**Rulebook:** Players should bring their own copy of the current Rulebook and FAQs. Digital copies are allowed.

### Event Teams

Teams will be split according to the number of players that have signed up for the event:

- 2 Players: One match, 1 person per side
- 4 Players: One match, 2 people per side
- 6 Players: One match of 2 people per side, One match of 1 person per side
- 8 Players: Two matches, each with 2 people per side.
- 10 Players: Three matches: Two matches of 2 people per side, One match of 1 person per side
- 12 Players: Three matches of 2 people per side

To the extent possible, Kurak Fleets will be randomly paired against Zenian Fleets. If there is not an even number of Kurak and Zenian fleets, pairings will be determined randomly.

Initiative will be rolled once for each team, with squadron activations alternating between teams. Each team may decide which of their squadrons may activate; it is not necessary for teams to alternate activations between team members. Players may start as soon as they are paired up and placed at a table.

### Event Scoring

Scoring will be done for each side using the average battle log for each side. All players will be added up and then averaged to give each side their score. In addition to normal scoring, the following is available at the end of each round:

- +1 point if a player has one or more squadrons within 6" of the enemy supply depot in zone 1, and there are no enemy ships within 12" of that supply depot.
- +2 points if a player has one or more squadrons within 6" of the enemy supply depot in zone 2, and there are no enemy ships within 12" of that supply depot.

### Terrain

Use the terrain layout provided in this document.

### Deployment

Due to the high concentration of charged particles in the nebula, only a limited number of squadrons have been able to shunt in at the start of the battle. Each player must nominate a minimum 20% of their total force points to enter as reserve forces. These may enter normally as flanking or by shunt entry.

At the start of the Deployment phase, place the two supply depots in their respective deployment objective zones. This occurs before squadrons are placed on the board.

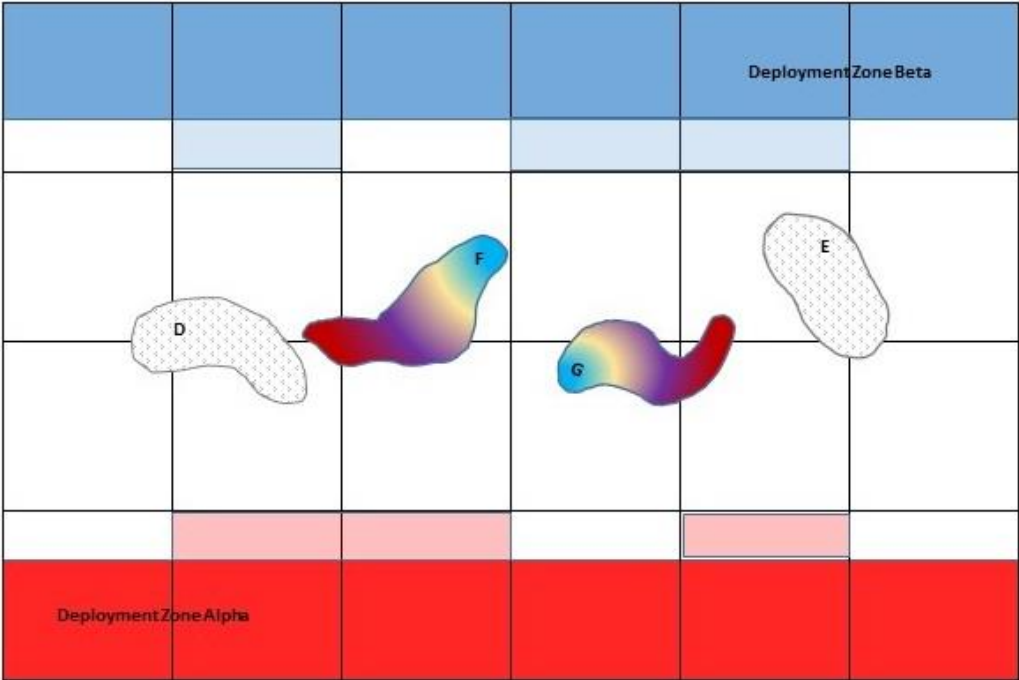
### Victory Conditions

The team with the highest average battle log is the winner. Prize selection (if any) will be determined in order of individual rankings, with the highest battle log selecting first.

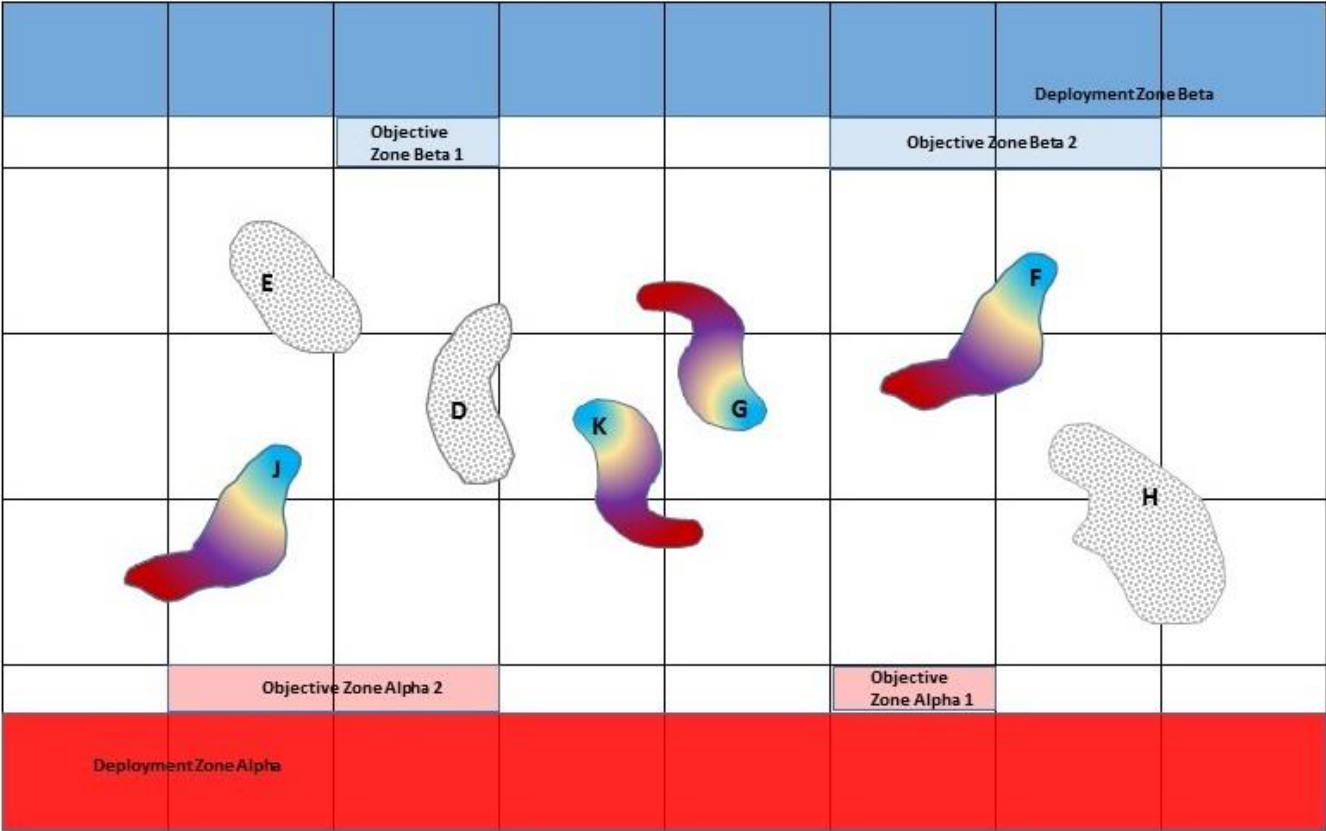
Table Layout

Each match will be held on a 4'x6' table (for 2 player games) or a 5'x8' table (for 4 player games), with Terrain placed as shown:

One player per side setup



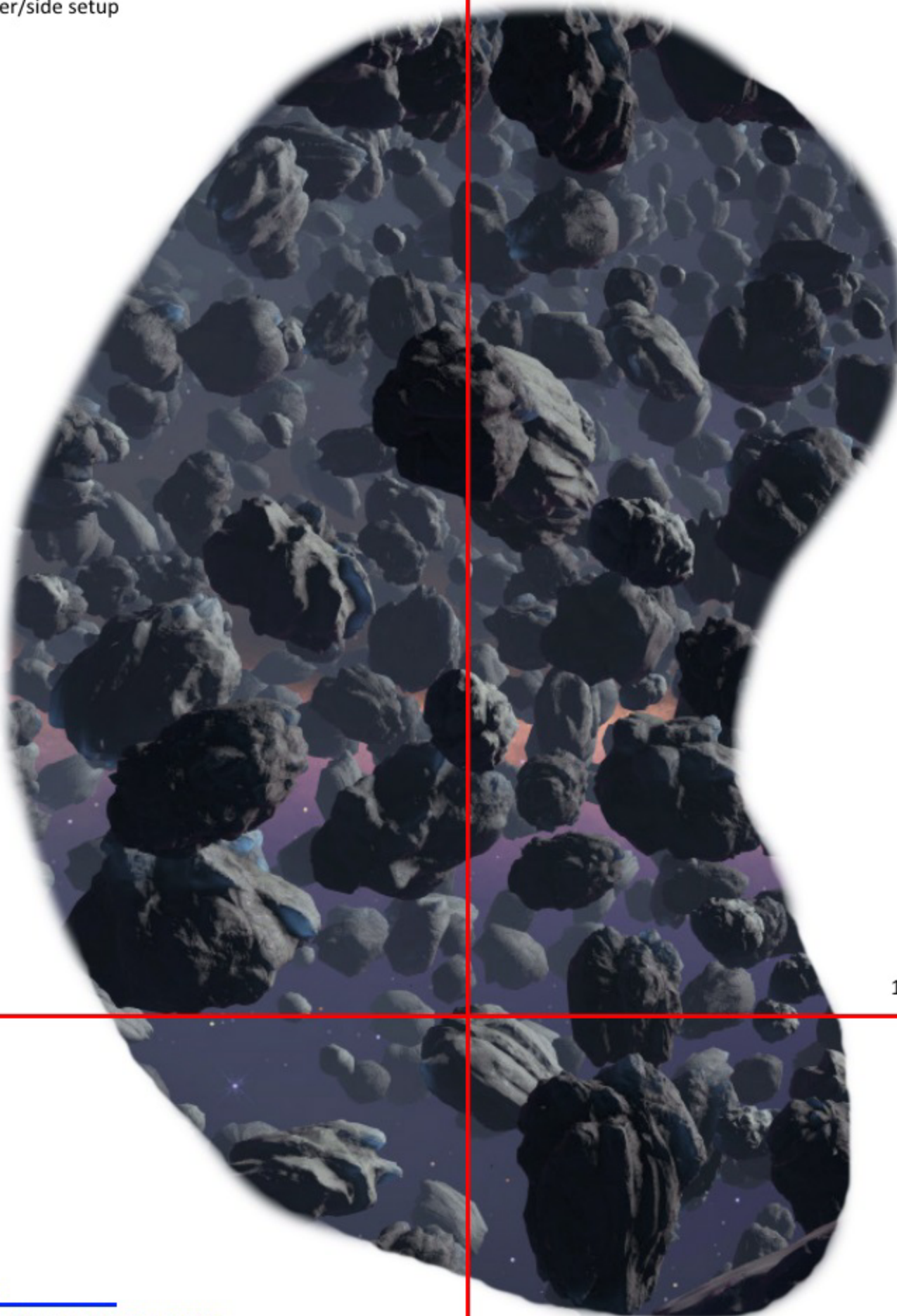
Two players per side setup



Terrain for One Player per Side Setup

Asteroid Field "D"  
One player/side setup

Toward Red Zone Alpha →



12" to edge



← Toward Blue Zone Beta

Centerline of Board



Asteroid Field "E"  
One player/side setup

Toward Blue Zone Beta



Centerline of Board

Toward Red Zone Alpha



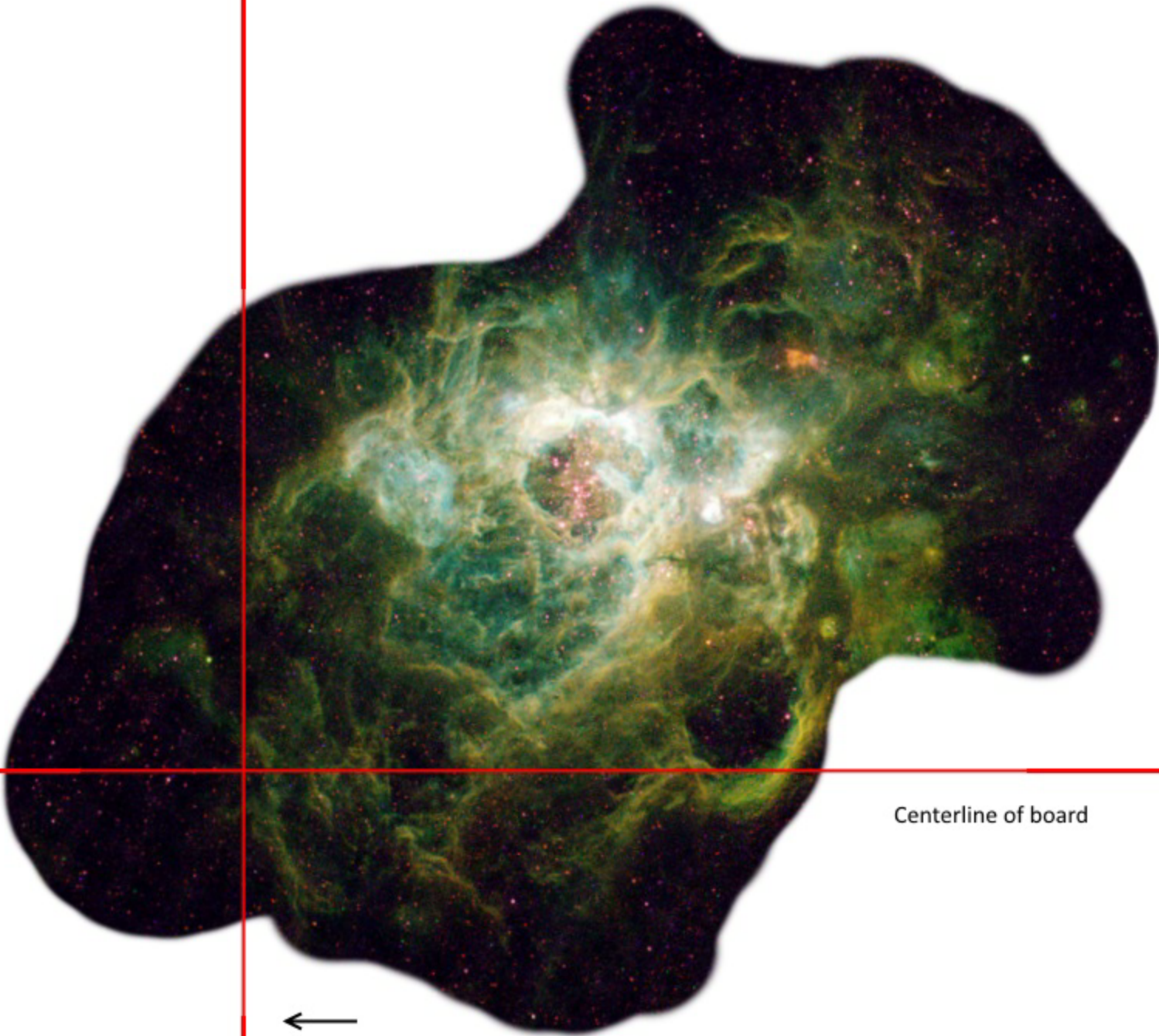
12" to board edge



Gas cloud "F"  
One player/side setup



Toward Blue  
Zone Beta



Centerline of board



24" to edge



Toward Red  
Zone Alpha



One Player per side  
Gas Cloud "G"

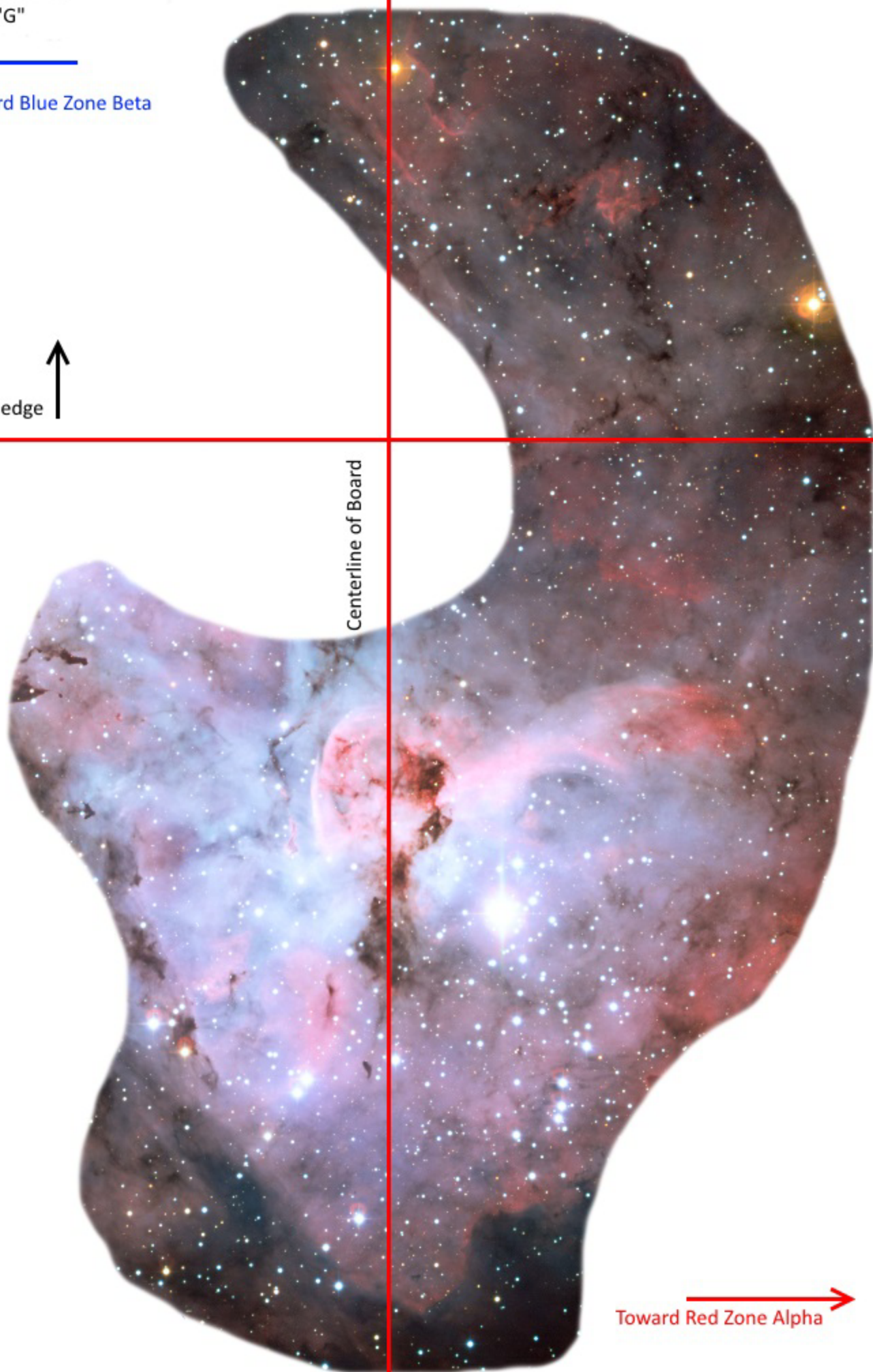


Toward Blue Zone Beta

24" to board edge  
↑

Centerline of Board

→  
Toward Red Zone Alpha





## Terrain for Two Players per Side Setup

Asteroid Field "D"  
Two player/side setup



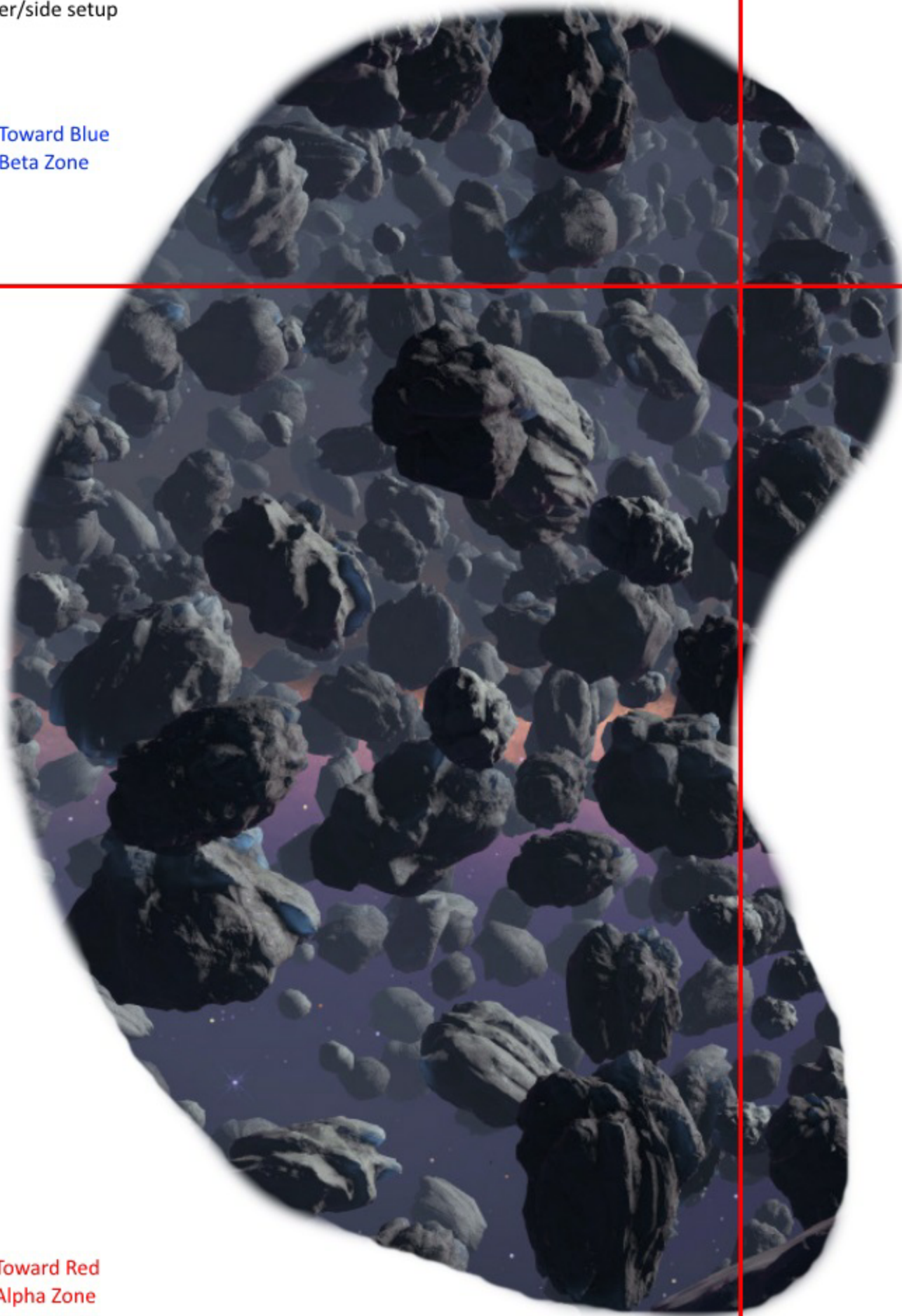
36" To edge



Toward Blue  
Beta Zone



24" to  
edge



Toward Red  
Alpha Zone

Asteroid Field "E"  
Two player/side setup

Toward Blue  
Beta Zone

24" to  
edge

24" to  
edge

Toward Red  
Alpha Zone

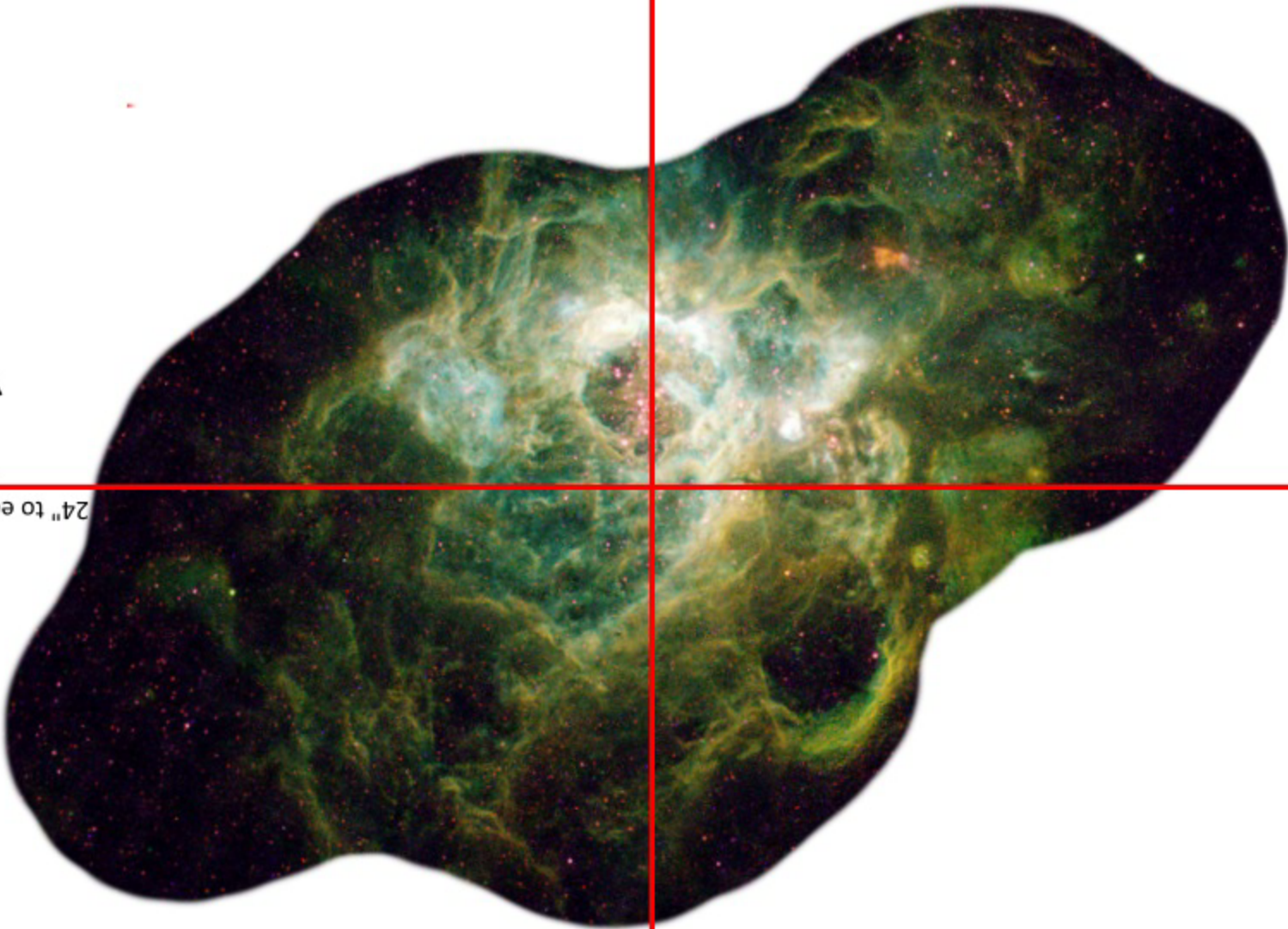




Gas Cloud "F"  
Two player/side setup

Toward Blue  
Beta Zone

24" to  
edge



Toward Red  
Alpha Zone



24" to edge

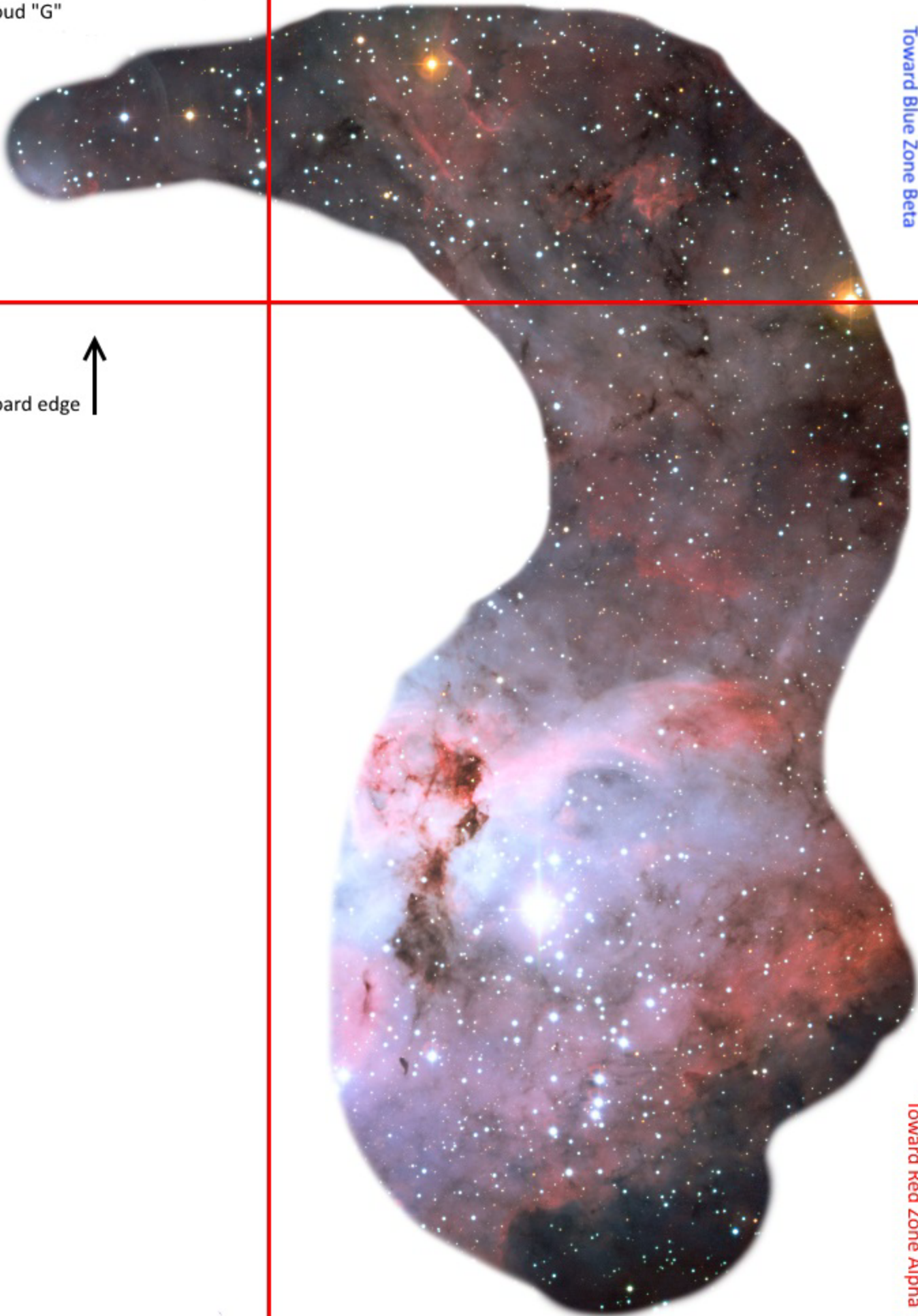


Two Player/Side Setup  
Gas Cloud "G"

Toward Blue Zone Beta

24" to board edge

Toward Red Zone Alpha



Asteroid Field "H"  
Two player/side setup



Toward Blue  
Beta Zone

12" to  
edge



24" to  
edge



Toward Red  
Alpha Zone



Two Player/Side Setup  
Gas Cloud "G"

Toward Blue Zone Beta

Centerline

Toward Red Zone Alpha

24" to board edge

